



Graphic Designer

Reports to Director of Operations

Fireplay is looking for a graphic designer for a full-time position located in our Nashville, TN office.

The Graphic Designer (GD) will strive to invent and develop unique visuals that are appropriate for the project at hand. Projects can range from presentations for artists and artist management to corporate clientele and promotional outreach. The GD is primarily responsible for the graphic and visual intent of each presentation and will reference all appropriate sources that can include viewing audience, artist persona, client style, lyrics and other factors. The GD will then balance these references with requests to create a cutting-edge, creative concept that maintains the client's brand and trajectory. Furthermore, the GD is expected to manage multiple projects at once, spearheading the deliverables that take ideas from concept to reality. While always pursuing the highest level of creativity in output, the GD will also strive to optimize the creative process and seek to improve Fireplay's workflow.

Responsibilities

The Graphic Designer's responsibilities include but are not limited to:

- Understand scope: Listen to clients, listen to the Account Manager, gather information, research inspiration, identify options and be cognizant of competing/similar projects in the marketplace to build a solid foundation for each creative concept.
- Create cutting-edge design concepts: ideate concepts and use appropriate deliverables (i.e. conceptual sketches, decks, drawings, etc.) to communicate designs with others.
- Combine hand-drawn sketches with digital media to create complete illustrations.
- Refine designs with illustration software.
- Manage time effectively across multiple simultaneous projects.
- Participate in brand and personal development, marketing, PR and social media initiatives.
- Collaborate with Design Director and DOPs to determine the specifications of the project.
- Ensure that all deliverables accurately reflect the creative concept design and meet or exceed the Fireplay standards of quality and creativity.
- Proactively address any technical quality issues and knowledge base of the team through the refinement of processes, identifying needed training, and addressing individual performance issues.
- Participate in the creative process when applicable on projects to bring new insight or techniques to a project.

Requirements

- Proven work experience as an Illustrator, Graphic Designer, or similar role.
- Demonstratable portfolio of completed work. Work in the entertainment industry is a plus.
- Solid knowledge of image-editing and digital software such as Photoshop, InDesign, and Illustrator.
- Drawing skills with attention to detail and perspective by hand or digital medium.
- Strong aesthetic, composition, and conceptual skills.





Requirements (continued)

- Ability to collaborate in a fast-moving team environment.
- Willingness to contribute to the process and ability to meet deadlines.
- Degrees in Design, Art, and Architecture are a plus.

Fireplay is a collaborative design and production studio. Our integrated team creates innovative spaces for the music and event industry around the world. Starting from breakthrough concepts leading up to perfect technical and production delivery we are successfully defining a new model in an outdated industry.

This is a full-time position with benefits; Fireplay is committed to providing competitive salaries, benefits, and a healthy work/life balance.

Please send resume to [**work@fireplay.com**](mailto:work@fireplay.com)

